

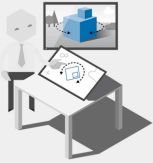
eddisson Information Center



WebUI React framework for implementation and interaction with multimedia content

eddisson /
for Unreal

eddisson controller for Unreal Engine 3D interaction



eddisson split screen technology

CMS

Web Content Management Service multimedia content administration



UNREAL
ENGINE

Real-time 3D visualization with Unreal Engine

WEBSERVER

HTTP web server infrastructure for fail-safe online or offline content delivery

PIXEL
STREAMING

Unreal Engine pixel streaming technology

AUS
PROTOCOL

eddisson AUS protocol for device/software communication

Technologie & Componets

The eddisson Information Center is based on the Unreal Engine and eddisson and enables fast and efficient handling of large datasets – from text to 3D content. Using React Framework, HTML/CSS/Javascript designs are flexibly tailored to your individual needs. With our CMS software, you can create and manage your content effortlessly – no specific technical expertise needed.

From large interactive installations to compact mobile units, the eddisson information center adapts seamlessly to any task. With its innovative split-screen technology, eddisson ensures easy and intuitive operation, making it a versatile solution for all your needs.

made for everyone by specialists

eddisson.com

eddisson technologies
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WebUI React
Multimedia Framework
for Video, Image, Text



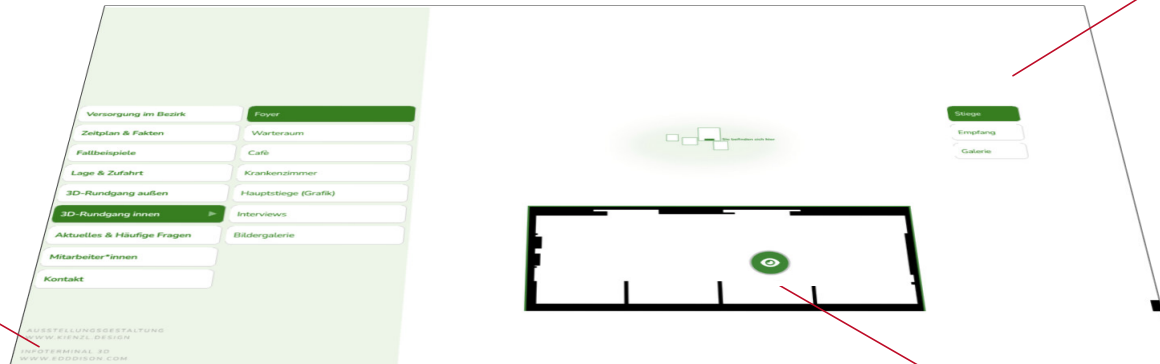
embedded
Real-time 3D
visualization with
Unreal Engine

eddisson Information Center

The eddisson Information Center offers you the opportunity to quickly create interactive experiences for exhibitions, trade fairs, information terminals and other areas of application.

WebUI with
React Framework
for individual
Design

eddisson
split screen
technology



embedded
eddisson controller for
Unreal Engine 3D interaction

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